

GAME BOY ADVANCE

AGB-BRYE-USA

# Kayman

## HOODLUM'S REVENGE



INSTRUCTION BOOKLET

UBISOFT™



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY®  
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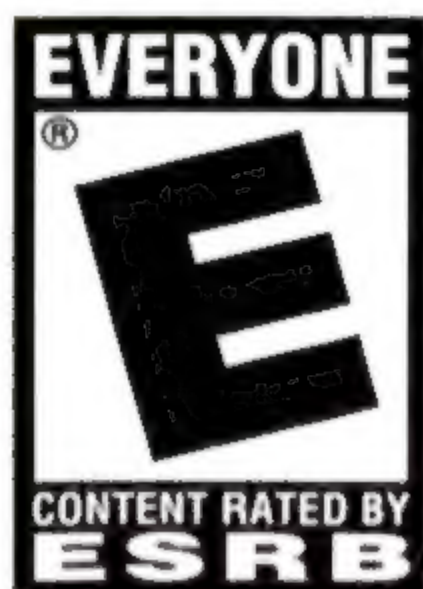
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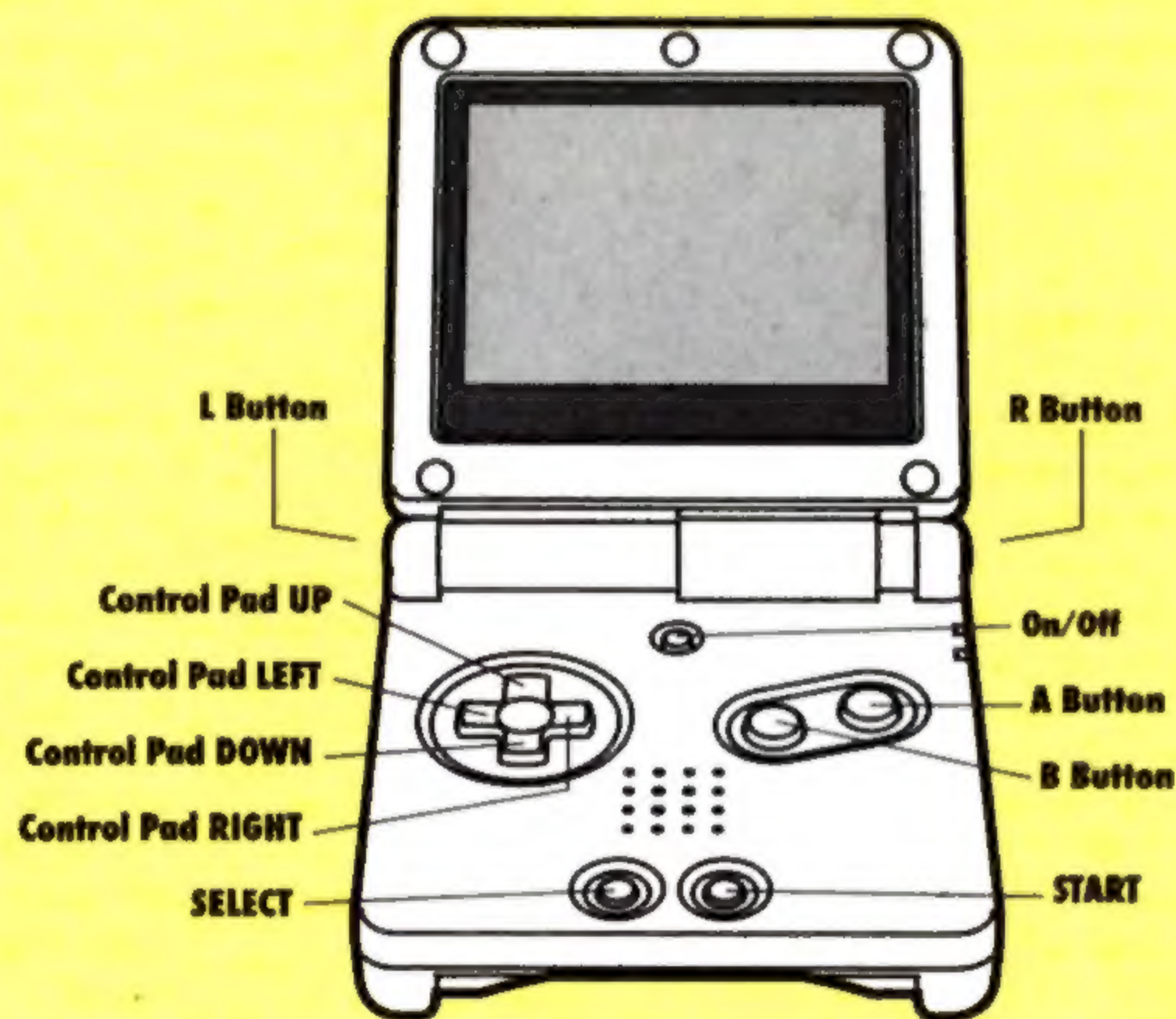


# TABLE OF CONTENTS

GETTING STARTED .....	4
STARTING THE GAME .....	4
NAVIGATING THE MENUS .....	5
GAME CONTROLS .....	8
THE STORY .....	9
CHARACTERS AND ENEMIES .....	10
HEADS-UP DISPLAY .....	13
PLAYING THE GAME .....	14
TECHNICAL SUPPORT .....	20
WARRANTY .....	<i>inside back cover</i>



# GETTING STARTED



To begin play, insert the Rayman®: Hoodlum's Revenge Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.

# STARTING THE GAME

- Select a language with the +Control Pad and confirm it by pressing START.
- Push START again on the title screen to enter the Main Menu.
- Now pick an empty save slot and enter your name.
- Push START to begin the game.



# NAVIGATING THE MENUS

- **+Control Pad:** Highlight menu selection.
- **START:** Confirm selection/start game.
- **A Button:** Confirm selection.
- **B Button:** Undo selection/return to previous menu.

## MAIN MENU

**Save Slots 1-4:** Choose an empty slot to begin a new game, or choose a saved game to start after your last completed level. To delete saved info, first highlight the slot you wish to erase, then press the

B Button and select Yes. This will create an empty slot.

**Note:** To erase all saved games at once and return the Game Pak to factory settings, hit the L Button, the R Button, +Control Pad Left, and SELECT at the same time. You will be prompted to confirm this selection several times.





Are you sure  
you want to erase  
this saved game?

**Yes**

No

**Language Options:** From here you can  
change the language.



**English**

**Español**

**Français**

Enter your Name:

<b>A</b>	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	



Press **A** to add a letter. Press **B** to cancel.



**High Score List:** This shows the players' ranks, scores, Lum counts, and Teensy counts.

High Score List				
Rank	Name	Score		
1.	Jennifer	25023	55	10
2.	LYNN	5505	47	4
3.	Stephen	670	35	0

## PAUSE MENU

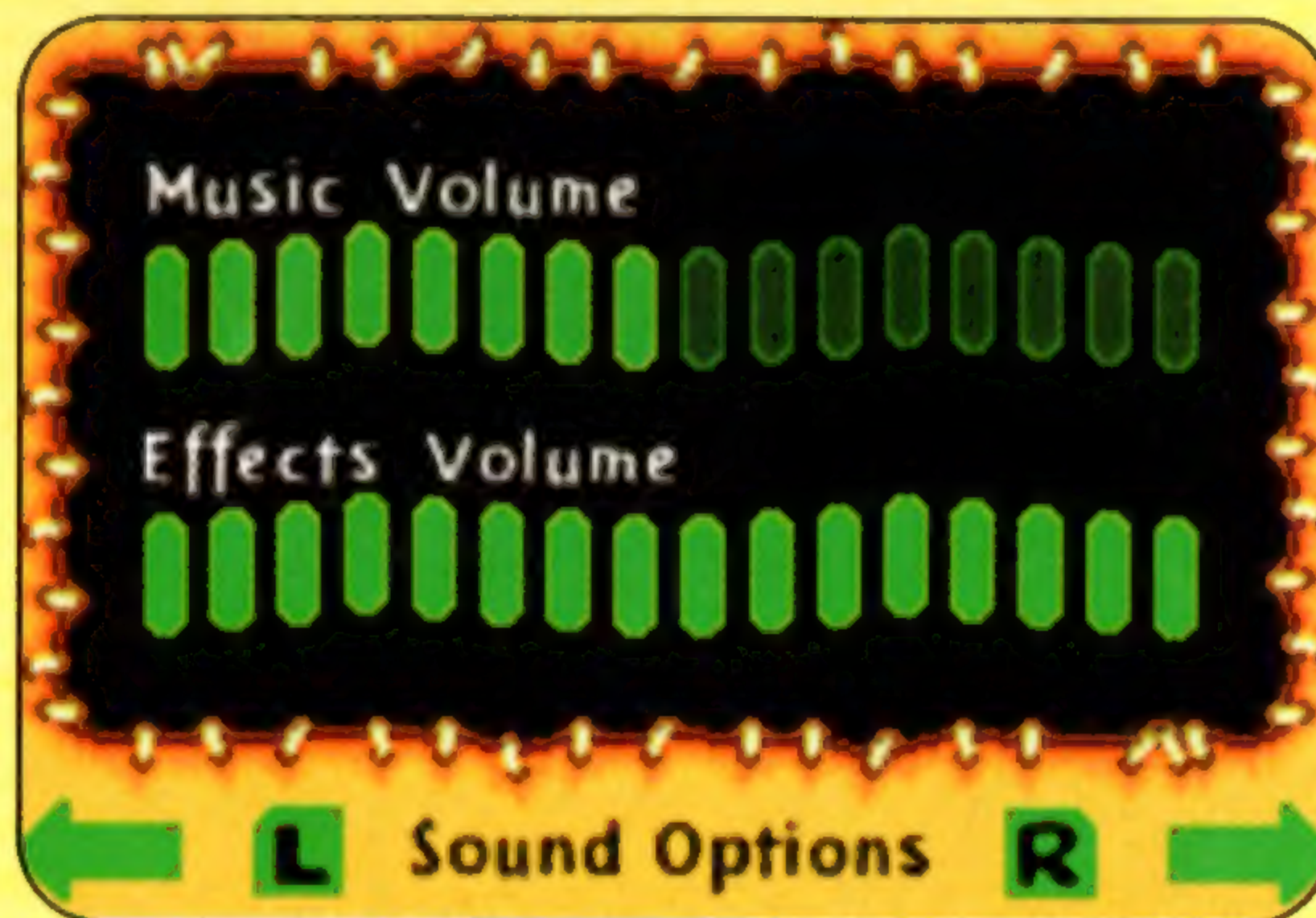
During the game, you can press START to open the Pause menu.

**Level Map:** This is a map of your current level. It shows the locations of Rayman,

Globox, and the Level Exit.

From here, press the R Button to access the Sound Options menu, or press the L Button to access the Level Exit screen.

**Sound Options:** Press +Control Pad Up or +Control Pad Down to highlight Music or Sound Effects and +Control Pad Left or +Control Pad Right to lower or raise the volume of either.





**Level Exit:** Press +Control Pad Left or +Control Pad Right to highlight Yes or No, and use the A Button to choose.

Note that if you choose to exit a level, you will lose any progress you've made in that level!



Press START to exit the Pause menu and resume the game.

# GAME CONTROLS

## RAYMAN CONTROLS

- **+Control Pad:** Move Rayman around.
- **A Button:** Jump (once in the air, press and hold to glide).
- **B Button:** Punch (or hold and release for a Super-Punch).
- **R Button:** Target enemy.
- **L Button:** Duck (use the +Control Pad to look around while ducking).
- **START:** Pause menu.
- **SELECT:** Change character (when Globox is present on level).



# GLOBOX CONTROLS

- **+Control Pad:** Move Globox around.
- **B Button:** Punch.
- **L Button:** Duck (use the +Control Pad to look around while ducking).
- **START:** Pause menu.
- **SELECT:** Change character (when Rayman is present on level).

# THE STORY

When Globox, Rayman's devoted partner, mysteriously vanishes, Rayman will search from the top of Clearleaf forest to the bottom of the Heart of the World to rescue his friend from whatever evil has swept him away.

So roll up your sleeves and join Rayman in a harrowing quest throughout many lands in search of his missing compadre. Join Globox as he frantically seeks escape from the dark nightmares and sinister voices that haunt and confuse him. Join Rayman and Globox as, together, they endeavor to prevent the Dark Lum Andre from overpowering them both in time to complete his most diabolical scheme yet!

The quest begins as Rayman heads to the Fairy Council, seeking wise-fly Murphy, whose advice he needs if he is to complete his most dangerous expedition!



# CHARACTERS AND ENEMIES

**Rayman:** The limbless hero of our story was just in the mood for a little R&R. But the malicious Hoodlum masses never stay down for long, so it's up to our good friend Rayman to once again save the day, rescue the Teensies, and remind his best buddy Globox that "Boulders aren't for eating!"



**Globox:** This guy is big! Really big! Unfortunately, he doesn't know what "big" means. All he knows is that "Shadows are scary" and Rayman is his best friend. His simple life got a lot more complicated when he swallowed the Dark Lum Andre. Now he's got a talking tummy ache and a desperate yearning for Plum Juice, which makes him go berserk!





**Murphy:** Part-time quizmaster and full-time know-it-all, this bug is the guy to go to if you want to know anything! Listen to his lectures carefully if you really want a game advantage.



**Teensies:** These peaceful little fellows continue to find themselves trapped in cages, rather than singing and partying and ironing their clothes like they were planning to do. If you help them out, they might invite you back to their party!







**Spikers:** If only there were nasty little spiky creatures that would bounce along, making a nuisance of themselves ... oh wait, there are!



**Crabs:** Fiercely protective of their small domain, these burrowing crustaceans throw starfish at anyone who treads too heavily on their land.



**Piranhas:** Here's another reason the hate the water! These Rayman-eating nasties will leap around blindly, trying to take a bite of anything that gets close enough.

**Hoodlums:** Shooting, smacking, bombing, and slashing! These mayhem wreckers live to wreak mayhem! You'll have to take out as many as possible to keep the land from falling into darkness.





# HEADS-UP DISPLAY

## RAYMAN

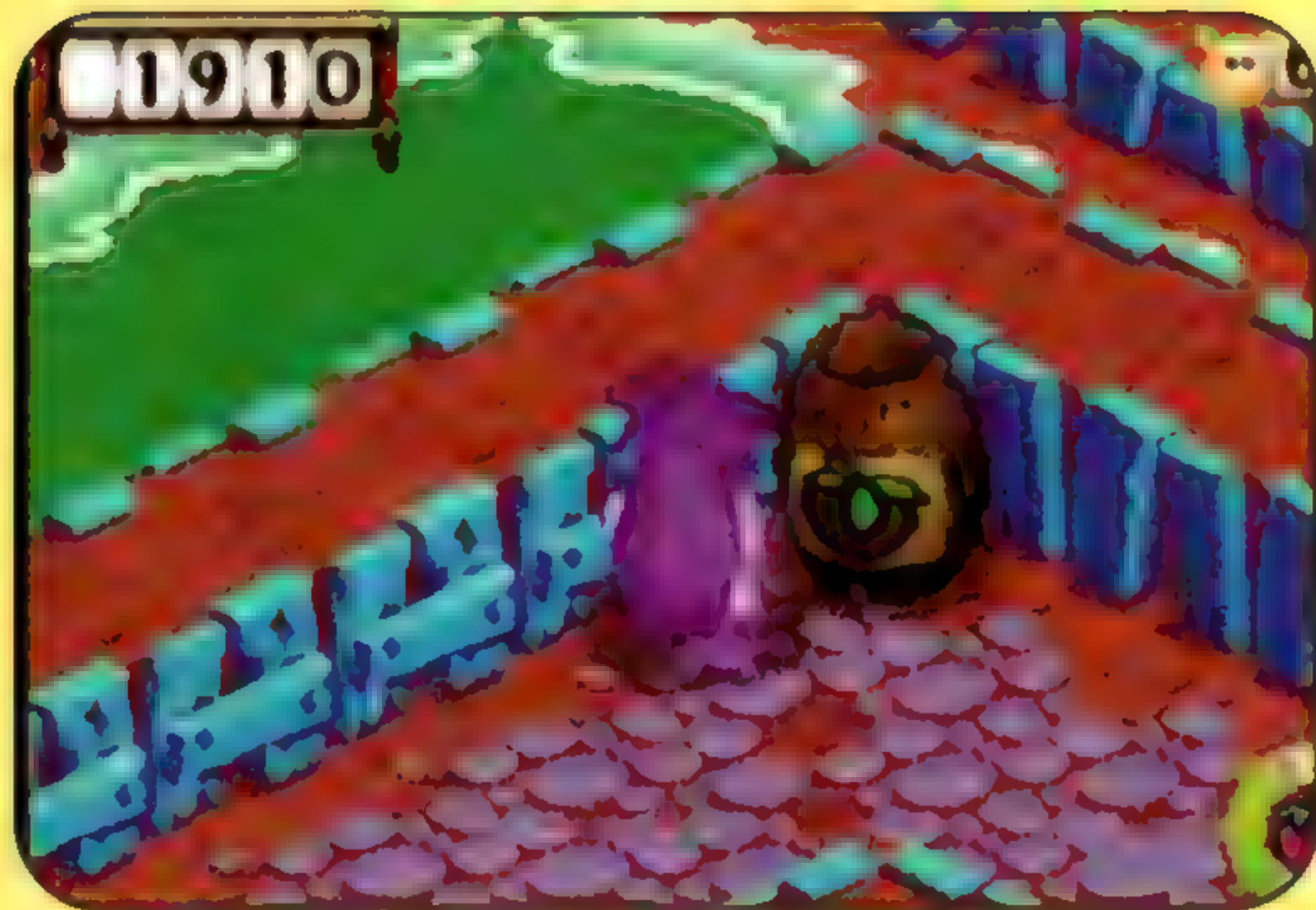
- **Score Counter:** Shows level score and combo values as Rayman collects gems and defeats enemies.
- **Lum Countdown:** Counts down Lums on that level.
- **Teensy Countdown:** Counts down Teensies to rescue on that level.
- **Health Meter:** Rayman's health – keep it full!
- **Powerup Gauge:** Fills when Rayman collects a powerup; drains as powerup runs out.



## GLOBOX

- **Score Counter:** Shows level score and combo values as Globox collects gems and defeats enemies.
- **Lum Countdown:** Counts down Lums on that level.
- **Plum Juice Gauge:** Fills when Globox drinks Plum Juice and goes berserk, drains as he calms down.





## LEVEL SELECT MAP

Move the +Control Pad around to highlight a level, and then press the A Button to start the level or the B Button to return to the Main Menu.

Completed levels will have a checkmark. You can return to completed levels as many times as you want to try to get all the Murphy Stamps and beat your high score.



## PLAYING THE GAME

### LUMS

These tiny, mysterious creatures will each help Rayman and Globox along in their adventures in a distinctive way.



**Yellow Lums:** These Lums arrange themselves to guide Rayman and Globox along the safest path through the level; they also do their best to increase Rayman and Globox's score.

**Red Lums:** Rayman can collect these to increase his health when he is in need.

**Blue Lums:** These Lums are used as fuel for Rayman's Throttle Copter.

**Green Lums:** Once collected, these Lums will call Rayman back to checkpoints if he should lose all his health.

## POWERUPS

Throughout the adventure, you will find special items that increase Rayman's or Globox's power, but only for a short time!



**Heavy Metal Fist:** This will turn Rayman's fist into a devastating, door-smashing, enemy-bashing wrecking ball.



**Throttle Copter:** A copter powered by Blue Lums that Rayman uses to soar over deadly chasms.



**Fire Protection:** The Menhirs of Power is a hot place! Rayman will need this!





**Plum Juice:** A wicked brew that turns mild-mannered Globox into a whirlwind of destruction!

## SCORING

Rayman and Globox earn points by doing any of the following things:

- Collecting a Yellow Lum.
- Finding a Gem.
- Defeating an enemy.
- Rescuing a Teensy.

The real trick to achieving high scores and getting all three Murphy Stamps is getting Combos!

## COMBOS

You get Combos by scoring points in rapid succession! Anytime you score some points, it opens the Combo Counter. While the Combo Counter is open, any points you collect will also add a Combo Bonus (50% of their point value) to the Counter. The Combo Counter will only stay open for a couple of seconds, but each time you score points it will reset the timer. Keep the Combo Counter open as long as possible to score major points!

### Example:

**Find a Red Gem:** 100 points (Combo Counter opens)

**Rescue a Teensy:** 500 points (+250



Combo Bonus Points, Combo Counter closes)

**Total Score** = 850 points



## HINTS

- Use ducking and the +Control Pad to look around if you're lost or want to find secrets!
- If you want to score big Combos, try scoping out an area and deciding the best path through before you rush in.
- Cooperation is key! Remember to use

- SELECT to switch between players. Rayman will need help from Globox in many situations, and vice versa!
- Make sure to collect as many Teensies and Lums as you can. Not only will this give you a higher score, but it may unlock some surprises!

Rayman®: Hoodlum's Revenge



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# NOTES







## TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com/>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support  
3200 Gateway Centre Blvd.  
Suite 100  
Morrisville, NC 27560

### Return Policy

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Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

*If we determine a return or replacement is necessary:*

#### Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

#### After the 90-Day Warranty Period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

### Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

### Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am–9 pm (EST), M–F

#### Address:

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# STAR WARS TRILOGY

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Violence

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